

ABOUT THE PROJECT

The aim of this **Erasmus+ KA2 Strategic Partnership** is to support the professional development of handicraft teachers and trainers in Europe in their transition to the digital age, by improving their teaching competencies on innovative VET education through ICT-based methods and tools

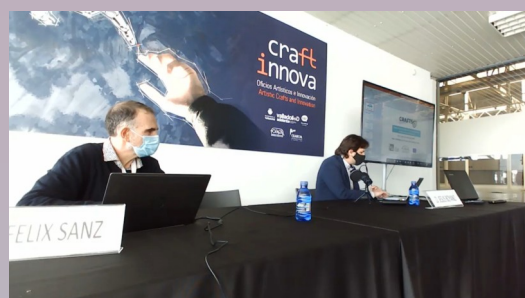
Objectives of CRAFTS 3.0

- Fill the training gap that exists for ICT-based teaching skills of **handicraft teachers and trainers**
- Define the **knowledge, skills and competences** they need to apply these teaching-learning methods
- Train them to use and design their own **Learning Apps** to be used in their craft training courses
- Teach them how to create and manage their own **e-Learning courses** on specific craft sectors
- Promote **certification and accreditation** policies on innovative teaching learning methods through ICT in VET for craft sectors in Europe

NEWS

Final Conference in Valladolid (Spain)

FOACAL, lead partner of CRAFTS 3.0, hosted the I International Meeting of Artistic Crafts and Innovation, CraftInnova event, the 31st of October 2020. This conference was aimed at providing a reference meeting point for those professionals working in creative environments through the use or support of technology and digital tools.



Félix Sanz from FOACAL and Jesús Boyano from INFODEF took part in the event. They presented CRAFTS3.0 methodologies and outputs as well as the results achieved during the project implementation and the piloting phase carried out in Spain, United Kingdom, Greece, Romania and Portugal. The event was also broadcasted through FOACAL YouTube channel.



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